

1 **ABSTRACT**

2 Multi-media project editing methods and systems are described. In one  
3 embodiment, a project editing system comprises a multi-media editing application  
4 that is configured to enable a user to combine multiple different video clips into a  
5 video project. A bitmap processor coupled with the multi-media editing  
6 application receives a first bitmap that can be used to render a transition between  
7 video clips and automatically processes the first bitmap to provide a different  
8 transition between video clips. Processing of the first bitmap can include, without  
9 limitation, using the first bitmap to provide an entirely new and different second  
10 bitmap, or processing the first bitmap in a manner which renders a transition that  
11 is different from the transition defined by the first bitmap. In one embodiment, a  
12 user is able to enter one or more parameters, through a user interface (UI), with the  
13 parameters then being used to manipulate the first bitmap to provide the different  
14 transition. Processing of the first bitmap can include many different operations,  
15 among which can be included one or more of: stretching, shrinking, replication,  
16 and offsetting. In addition, the first bitmap can be processed to include, in the  
17 transition it defines, a border that is not otherwise defined by the first bitmap.

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